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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1-10. (canceled)

1 11. (original) A method for character entry comprising the steps of:
2 A method according to claim 10 wherein the step of entering an intermediate code
3 comprises the step of:
4 entering a first character code into a memory buffer;
5 entering a Ligature intermediate code into the memory buffer;
6 entering a second character code into the memory buffer;
7 changing the Ligature intermediate code to one or more character codes; and
8 using a display engine to display one or more characters represented by the first
9 character code, the one or more character codes, and the second character code.

1 12. (original) A method according to claim 11 wherein the step of changing the
2 Ligature intermediate code comprises the steps of:
3 converting the Ligature intermediate code into a Uncomposed Virama character
4 code sequence, if the first character code does not represent a consonant;
5 converting the Ligature intermediate code into a Ligature character code
6 sequence, if the first character code represents a consonant and the second character
7 code represents a consonant; and
8 converting the Ligature intermediate code into a Half-Character character code
9 sequence, if the first character code represents a consonant and the second character
10 code does not represent a consonant.

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1 13. (original) A method for character entry comprising the steps of:
2 A method according to claim 10 wherein the step of entering an intermediate code
3 comprises the step of:
4 entering a first character code into a memory buffer;
5 entering an Explicit Virama intermediate code into the memory buffer;
6 entering a second character code into the memory buffer;
7 changing the Explicit Virama intermediate code to one or more character codes;
8 and
9 using a display engine to display one or more characters represented by the first
10 character code, the one or more character codes, and the second character code.

1 14. (original) A method according to claim 13 wherein the step of changing the
2 Explicit Virama intermediate code comprises the steps of:
3 converting the Explicit Virama intermediate code into an Uncomposed Virama
4 character code sequence, if the first character code does not represent a consonant;
5 converting the Explicit Virama intermediate code into a Intermediate Explicit
6 Virama character code sequence, if the first character code represents a consonant and
7 the second character code represents a consonant; and
8 converting the Explicit Virama intermediate code into a Terminal Explicit Virama
9 character code sequence, if the first character code represents a consonant and the
10 second character code does not represent a consonant.

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- 1 15. (original) A method for character entry comprising the steps of:
2 A method according to claim 10 wherein the step of entering an intermediate code
3 comprises the step of:
4 entering a first character code into a memory buffer;
5 entering a Half-Character intermediate code into the memory buffer;
6 entering a second character code into the memory buffer;
7 changing the Half-Character intermediate code to one or more character codes;
8 and
9 using a display engine to display one or more characters represented by the first
10 character code, the one or more character codes, and the second character code.
- 1 16. (previously presented) A method according to claim 15 wherein the step of
2 changing the Half-Character intermediate code comprises the steps of:
3 converting the Half-Character intermediate code into an Uncomposed Virama
4 character code sequence, if the first character code does not represent a consonant; and
5 converting the Half-Character intermediate code into a Half-Character character
6 code sequence, if the first character code does represent a consonant.